WHAT IS CLAIMED IS:

1. A game machine for executing a predetermined game in response to a player's operation, comprising:

display means for displaying a game screen;

operation switches operated by the player;

communications means for performing data communications among other game machines;

start timing synchronization means for establishing start-timing synchronization with said other game machines in the game by communications via said communications means;

prompt information storage means for storing operation timing data defining an operation timing of said operation switches to be operated by the player;

display control means for having, in response when the game is synchronously started, said display means displayed information about the operation timings of said operation switches to be operated by the player based on said operation timing data;

first operation timing storage means for storing data relating to the operation timings of said operation switches operated by the player responding to the information displayed on said display means;

second operation timing storage means for acquiring and storing the data which is stored in said first operation timing

storage means of said other game machines through communications via said communications means; and

correlation evaluation means for evaluating correlation in terms of game operation with said other game machines based on the data stored in said first operation timing storage means and said second operation timing storage means.

2. The game machine according to claim 1, further comprising

independent evaluation means for evaluating whether the timing based on the data stored in said first operation timing storage means is in a predetermined range from the timing based on said operation timing data.

3. The game machine according to claim 1, wherein

said correlation evaluation means evaluates whether both the timing based on the data stored in said first operation timing storage means and the timing based on the data stored in said second operation timing storage means are in a predetermined range.

4. The game machine according to claim 3, wherein

said correlation evaluation means evaluates, by using, as a criterial timing, the timing based on either the data stored in said first operation timing storage means or the data stored

in said second operation timing storage means whichever being the operation timing closest to the operation timing defined by said operation timing data at a predetermined timing, from the criterial timing based on one of the data, whether the timing based on the other data is in the predetermined range.

5. The game machine according to claim 1, wherein said correlation evaluation means evaluates whether the timing based on either the data stored in said first operation timing storage means or the data stored in said second operation timing storage means is in a predetermined range from the timing based on said operation timing data at a predetermined timing, and whether both the timing based on one of the data and the timing based on the other data are in the predetermined range.

6. The game machine according to claim 1, wherein said prompt information storage means stores the operation timing data defining a plurality of the operation timings of said operation switches to be operated by the player, evaluation timing setting means is further provided for setting at least one of the plurality of the operation timings based on said operation timing data as an evaluation timing, and said first operation timing storage means stores the data relating to the operation timing corresponding to said evaluation timing.

7. The game machine according to claim 1, further comprising:

sound generation means for generating a predetermined sound in response to said operation switches whichever operated; and

part selection means for selecting one of a plurality of parts relating to music play, wherein

said prompt information storage means stores the operation timing data defining a plurality of the operation timings of said operation switches to be operated by the player at least for the part selected by said part selection means, and

said display control means has said display means displayed the information about the operation timings of said operation switches relating to at least the part selected by said part selection means out of the information based on said operation timing data.

8. The game machine according to claim 1, wherein

said communications means is used for infrared communications,

said first operation timing storage means stores the data relating to the operation timings of said operation switches operated by the player during a predetermined segment of the game,

said second operation timing storage means acquires and stores the data stored in said first operation timing storage

means of said other game machines for each of the predetermined segment of the game, and

said correlation evaluation means evaluates, for each of the predetermined segment of the game, correlation with said other game machines in terms of game operation based on the data stored in said first operation timing storage means and in said second operation timing storage means.

9. The game machine according to claim 3, wherein said correlation evaluation means differs the number of points to be added depending on a difference between the timing based on the data stored in said first operation timing storage means and the timing based on the data stored in said second operation storage means.

10. The game machine according to claim 5, wherein said correlation evaluation means differs the number of points to be added depending on both a difference between the timing based on said one of data and the timing based on said operation timing data, and a difference between the timing based on said one of data and the timing based on said other of data.

11. The game machine according to claim 1, wherein when evaluating that the data stored in said first operation timing storage means and/or in said second operation

timing storage means is in said predetermined range, said correlation evaluation means increases a game score, and the number of points to be added thereto is differed based on a difference between the data to be evaluated.

12. A game machine for executing a predetermined game in response to a player's operation, comprising:

display means for displaying a game screen;

operation switches operated by the player;

communications means for performing data communications among other game machines;

start timing synchronization means for establishing start-timing synchronization with said other game machines in the game by communications via said communications means;

process means for carrying out a predetermined process, in response when the game is synchronously started, corresponding to the player's operation of said operation switches;

first timing storage means for storing data relating to a timing at which said predetermined process is carried out;

second timing storage means for acquiring and storing the data which is stored in said first timing storage means of said other game machines through communications via said communications means; and

correlation evaluation means for evaluating correlation in terms of game process timing with said other game

machines based on the data stored in said first timing storage means and said second timing storage means.

13. A game system structured by a plurality of a game machine for executing a predetermined game in response to a player's operation, and a data processing device for evaluating operational correlation among the plurality of the game machines,

said game machine comprising:

display means for displaying a game screen;

operation switches operated by the player;

communications means for performing data communications between other game machines and said data processing device;

start timing synchronization means for establishing start-timing synchronization with said other game machines in the game by communications via said communications means;

prompt information storage means for storing operation timing data defining an operation timing of said operation switches to be operated by the player;

display control means for having, in response when the game is synchronously started, said display means displayed information about the operation timings of said operation switches to be operated by the player based on said operation timing data;

operation timing storage means for storing data

relating to the operation timings of said operation switches operated by the player responding to the information displayed on said display means; and

operation timing data transmission means for transmitting the data of said operation timing storage means to said data processing device through communications via said communications means, and

said data processing device comprising:

timing data storage means for receiving and storing the data, one by one, transmitted from said operation timing data transmission means through communications via said communications means; and

correlation evaluation means for evaluating correlation among the game machines in terms of game operation based on the data stored in said timing data storage means.

14. A program for controlling a game executed in a game machine, comprising the steps of:

establishing start-timing synchronization in the game through data communications performed among other game machines;

reading operation timing data defining an operation timing of operation switches to be operated by a player;

in response when the game is synchronously started, having display means of the game machine displayed information about the operation timings of said operation switches to be

operated by the player based on said operation timing data;

storing its own data relating to the operation timings of said operation switches operated by the player in response to the information displayed on said display means;

acquiring, through communications, other data relating to the operation timings of said operation switches operated by the player in said other game machines; and

evaluating correlation among said other game machines in terms of game operation based on said its own data and said other data.

15. A program of a music game executed in a game machine, comprising the steps of:

generating a predetermined sound in response to a player's operation of operation switches;

selecting one part out of a plurality of those relating to music play;

establishing start-timing synchronization in the game through data communications performed among other game machines;

reading operation timing data defining a plurality of the operation timings of the operation switches to be operated by the player at least for said selected part;

in response when the game is synchronously started, having display means of the game machine displayed information about the operation timings of said operation switches to be

operated by the player at least for said selected part out of the information based on said operation timing data;

setting at least one of the plurality of operation timings based on said operation timing data as an evaluation timing;

storing its own data relating to the operation timings corresponding to said evaluation timing out of the operation timings of said operation switches operated by the player in response to the information displayed on said display means;

acquiring, through communications, other data relating to the operation timings of said operation switches operated by the player in said other game machines; and

evaluating correlation among said other game machines in terms of game operation based on said its own data and said other data.

16. The program according to claim 14, further comprising the step of evaluating whether the timing based on said its own data in storage is in a predetermined range from the timing based on said operation timing data.

17. The program according to claim 14, wherein

said evaluating step evaluates whether both the timing based on said its own data and the timing based on said other data are in a predetermined range.

18. The program according to claim 17, wherein

said evaluating step evaluates, by using, as a criterial timing, the timing based on either said its own data or said other data whichever being the operation timing closest to the operation timing defined by said operation timing data at a predetermined timing, from the criterial timing based on one of the data, whether the timing based on the other data is in the predetermined range.

19. The program according to claim 14, wherein

said evaluating step evaluates whether the timing based on either said its own data or said other data is in a predetermined range from the timing based on said operation timing data at a predetermined timing, and whether both the timing based on one of the data and the timing based on the other data are in the predetermined range.

20. The program according to claim 14, wherein

said operation timing data defines a plurality of the operation timings of said operation switches to be operated by the player,

the step is further provided for setting at least one of the plurality of the operation timings based on said operation timing data as an evaluation timing, and

said storing step stores its own data relating to the

operation timing corresponding to said evaluation timing.

21. The program according to claim 14, wherein

said communications is used for infrared communications,

said storing step stores its own data relating to the operation timings of said operation switches operated by the player during a predetermined segment of the game,

said acquiring step acquires, for each of the predetermined segment of the game, other data relating to the operation timings of said operation switches operated by the player in said other game machines, and

said evaluating step evaluates, for each of the predetermined segment of the game, correlation among said other game machines in terms of game operation based on said its own data and said other data.

22. The program according to claim 17, wherein

said evaluating step differs the number of points to be added depending on a difference between the timing based on said its own data and the timing based on said other data.

23. The program according to claim 19, wherein

said evaluating step differs the number of points to be added depending on both a difference between the timing based

on said one of data and the timing based on said operation timing data, and a difference between the timing based on said one of data and the timing based on said other data.

24. the program according to claim 14, wherein

when evaluating that said its own data and/or said other data is in said predetermined range, said evaluating step increases a game score, and the number of points to be added thereto is differed based on a difference between data to be evaluated.

25. A program for controlling a game executed in a game machine, comprising the steps of:

establishing start-timing synchronization in the game through data communications performed among other game machines;

carrying out a predetermined process corresponding to a player's operation on said operation switches in response when the game is synchronously started;

storing its own data relating to a timing at which said predetermined process is carried out;

acquiring other data relating to the timing at which the predetermined process is carried out corresponding to the player's operation on said operation switches in said other game machines through communications, and

evaluating correlation with said other game machines in terms of game process timing based on said its own data and

said other data.

26. A game machine used in a game system structured by a plurality of the game machines for executing a predetermined game in response to a player's operation, and a data processing device for evaluating operational correlation among the plurality of the game machines, comprising:

display means for displaying a game screen;

operation switches operated by the player;

communications means for performing data communications between other game machines and said data processing device structuring said game system;

start timing synchronization means for establishing start-timing synchronization with said other game machines in the game by communications via said communications means;

prompt information storage means for storing operation timing data defining an operation timing of said operation switches to be operated by the player;

display control means for having, in response when the game is synchronously started, said display means displayed information about the operation timings of said operation switches to be operated by the player based on said operation timing data;

operation timing storage means for storing data relating to the operation timings of said operation switches

operated by the player responding to the information displayed on said display means; and

operation timing data transmission means for transmitting the data of said operation timing storage means to said data processing device through communications via said communications means.